

Emergency Rule
LSA Document #11-105(E)

DIGEST

Temporarily adds rules concerning pull-tab game number 0029. Effective March 9, 2011.

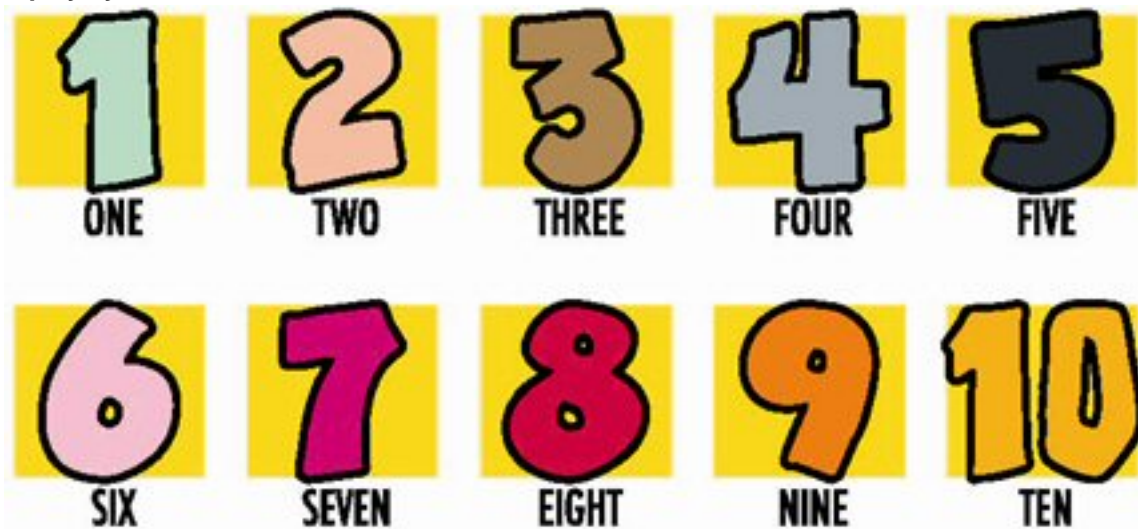
SECTION 1. The name of the pull-tab game number 0029 is "Lucky Match".

SECTION 2. Tickets in pull-tab game number 0029 shall sell for fifty cents (\$0.50) per ticket, unless otherwise adjusted by temporary price reductions or other promotional activities conducted or authorized by the commission.

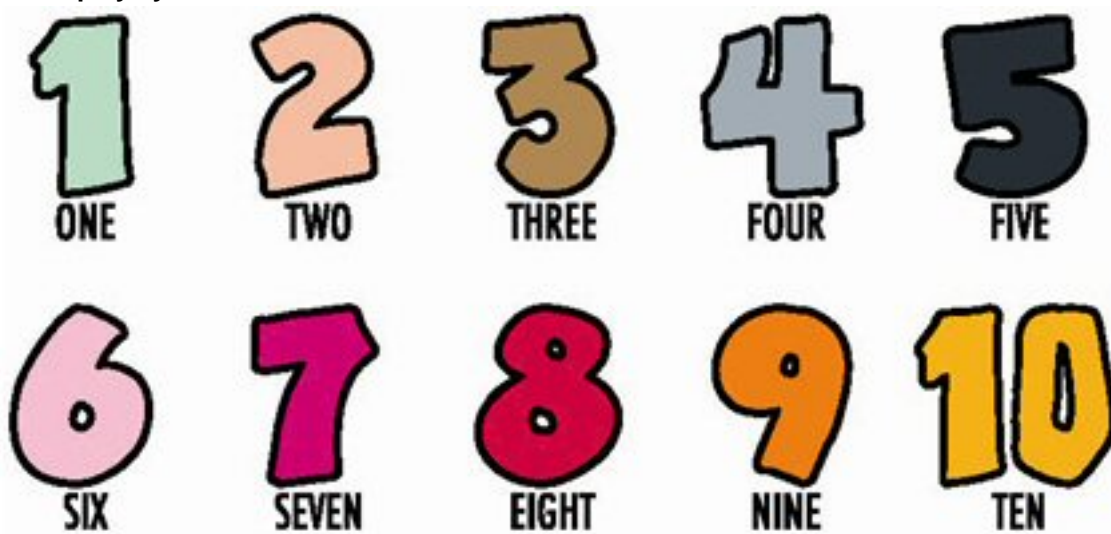
SECTION 3. (a) Each ticket in pull-tab game number 0029 shall contain a total of thirteen (13) play symbols.

(b) Each play symbol includes a caption that corresponds with and verifies the play symbol as follows:

WINNING play symbols:



NONWINNING play symbols:



SECTION 4. (a) To play a ticket in pull-tab game number 0029, the ticket must be validly purchased and received and the five (5) tabs located on the back of the pull-tab ticket must be opened.

(b) A "LUCKY NUMBER" play symbol will appear underneath the top tab on the ticket. If play symbols appearing under the remaining tabs match the "LUCKY NUMBER" play symbol, then the ticket may be redeemed for prizes as follows:

- (1) If six (6) matching play symbols appear, the ticket may be redeemed for a prize of one hundred dollars (\$100).
- (2) If five (5) matching play symbols appear, the ticket may be redeemed for a prize of twenty dollars (\$20).
- (3) If four (4) matching play symbols appear, the ticket may be redeemed for a prize of ten dollars (\$10).
- (4) If three (3) matching play symbols appear, the ticket may be redeemed for a prize of two dollars (\$2).
- (5) If two (2) matching play symbols appear, the ticket may be redeemed for a prize of one dollar (\$1).
- (6) If one (1) matching play symbol appears, the ticket may be redeemed for a prize of fifty cents (\$0.50).

(c) On all winning tickets, the prize amount won will appear in black overprinting on a yellow box under one (1) of the tabs and immediately to the left of the play symbols.

SECTION 5. (a) The possible winning prize combinations and estimated odds are as follows:

Hoosier Lottery - Prize Structure Lucky Match™ - Game No. 0029

*Total Ticket Quantity	Ticket Price	Gross Sales
1,010,000	\$ 0.50	\$ 505,000

Prize Payout Dollars	Prize Payout Percentage	Overall Game Prize Payout Percentage
\$ 326,151	64.58%	64.58%

Get:	Prize Winner	Odds of Winning 1 in:**	Winners in 672 (Per Pack)	Prize Payout (Per Pack)	Winners in 1,503 Packs	Prize Payout Per Game	Percent of Prize Payout***
Match-Six Times	\$ 100	672	1	\$ 100	1,503	\$ 150,300	46.08%
Match-Five Times	\$ 20	672	1	\$ 20	1,503	\$ 30,060	9.22%
Match-Four Times	\$ 10	336	2	\$ 20	3,006	\$ 30,060	9.22%
Match-Three Times	\$ 2	112	6	\$ 12	9,018	\$ 18,036	5.53%
Match-Two Times	\$ 1	33.6	20	\$ 20	30,060	\$ 30,060	9.22%
Match-One Time	\$ 0.5	7	90	\$ 45	135,270	\$ 67,635	20.74%
Total		5.60	120	\$ 217	180,360	\$ 326,151	100%

* Ordered quantity is 1,010,000

** Each pack will use this distribution

*** Numbers are rounded

Total value of all prizes*: \$326,151

Overall odds: 1 in 5.60

Approximate print quantity: 1,010,000 (+3%/-1%)

(b) The actual quantity of tickets will vary from the approximate print quantity of tickets within a range of minus one percent (-1%) to plus three percent (+3%). The actual number of prizes and the odds for each prize amount will vary depending on the actual quantity of the tickets.

(c) If the print quantity is changed during production of this game or due to subsequent reorders of the game, the ratio of prizes and total value of all prizes to the print quantity will be proportionately maintained so that the overall odds and prize payout percentage will approximate the values provided in subsection (a).

SECTION 6. This document expires sixty (60) days after the last claim date in pull-tab game 029.

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